Design Spec - Interactive Map

Overview

A map tailored to totally blind players, which functions as a list. It's a crucial addition to the current map system, which will make it possible for totally blind players to navigate the world. This would make Pandora one of the first (if not the first) MMOs to implement this.

Design Goals

Just as sighted players can search for locations, see distances, set waypoints, track party members movements, this feature would allow the totally blind gamers to do the same.

Core player experience: as a totally blind player I want to be able to experience all the information and options that are available to sighted players when they use the map.

- **Map layout:** it should be in list format so the players don't miss any information
- **Tab: Resource tracking:** player can toggle resource tracking on/off for specific resources
    - See separate Design Spec for details of this feature
- **Tab: Current location:** Information and description of their surroundings, resources to be found there, and possibility to set current location as Home/Respawn Point
- **Tab: All locations:** shows all known locations. Player can also see the distance to these locations
    - **Setting waypoints:** player can set a waypoint from saved locations (including Home/Respawn Point), all locations, players in party, or closest unexplored area. The locations should tell you how far away they are, as well as any information that sighted players can see, such as the biome.
        - Investigate faster ways to set waypoints: If you just press X / A on a location in the All Locations-tab it could immediately set the waypoint, but this needs to be tested.
    - **Closest unexplored area:** an important part of exploration is to be able to find the areas you have not yet visited.
    - **Sort locations:** possibility to sort by biome, alphabet, distance etc.
- **Tab: Saved locations:** player can save a location they find interesting
- **Tab: Players:** players can track their party members and set them as a waypoint. It would also be great to be able to set a waypoint/party beacon where party members can meet up. Consider if it should be possible to see more information about the players, status, equipment, kick from party etc in this tab
- **Tab: Search:** player can search for a location, which starts to show up when they enter the first letter
- **Help:** a button press can tell the player where they are in the menu. When a player is navigating the menu, and stays inactive in a place, there should be information to tell them how to interact with the menu.
- **Tutorial:** there should be a tutorial to the menu the first time the players use it

High Level Design

Solution space is using and updating the prototype in Adobe XD for local testing (the controllers and audio don't work well in the browser at this time). This solution does not exist in a game as far as we know, so there are no comps.

Stakeholders

- Accessibility consultant - Brandon Cole
- UX Designer - Jasmin Dahncke
- Game Designer -
- Game Programmer -
- Audio Narration Studio who can write and record descriptions -

Detailed Design

Sounds

- Menu navigation sounds
    - Toggling between horizontal menu
    - Navigating in vertical menu
    - Select sound
    - Back sound
    - Open/close sounds
    - Menu stop sound (don't loop the menu)
- TTS
- Menu narration wording**:** we couldn't find the right formulation for conveying the information that there are lists in every tab in the menu. This needs to be investigated and tested.
    - Option might be to say "*TAB*: current location" etc.

User tests

It's important to test the concepts and formulations of menu narration on the target audience.

Technical Requirements

Can't answer this.

Analytics

- How often does a player access the map?
- How long does the player use the map?
- How often does a player save a location?
- How often do players put party members as waypoints?
- How often do players set locations as waypoints?
- Do the players reach the set waypoints?
- How often do players access the resource tab?
- How often do players listen to the description of the current location?

Test Tools

Adobe XD and Playstation Controller